

PRIMA[®] OFFICIAL HINT BOOK

ONLY FOR THE GC!

Pokémon[®] XD

Gale of Darkness

TM



The Pokémon Company



**THIS GEM WAS RESTORED
BY**



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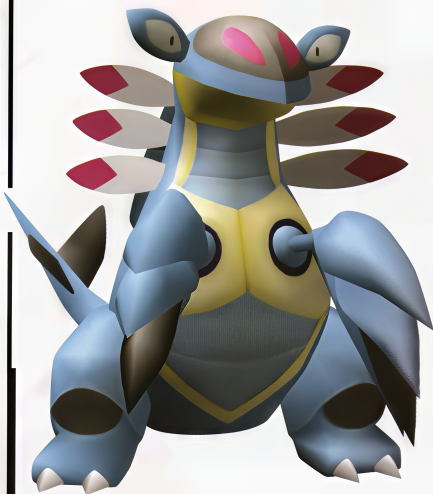
How to Purify Shadow Pokémon

There are four distinct methods for clearing a Shadow Pokémon's Heart Gauge; some are more effective for certain types of Shadow Pokémon than others. This depends solely on the Nature of the Pokémon itself, which won't be revealed until after the second bar on the Heart Gauge is diminished. The four methods are:

-  **Battle:** Every time you battle using one of your Shadow Pokémon, the Heart Gauge clears a little. Keep Shadow Pokémon that you want Purified in the lead of your party for faster results.
-  **Call:** When your Shadow Pokémon enters Reverse Mode, the only way to bring it back to the light is by using the Call command. You lose a turn but gain some clearance on the Heart Gauge.
-  **Cologne:** When you reach Agate Village, you are directed to the Relic Stone. In the cave leading to the Relic Stone, you defeat a Trainer, who gives you the Cologne Case. Purchase Cologne in Agate Village and use it on certain Shadow Pokémon to eradicate some of the Shadow from the Heart Gauge.

 **Roster:** There are so many things to do in *Pokémon XD: Gale of Darkness* that you may not have time to keep switching your Shadow Pokémon in and out of the game. Some Shadow Pokémon lose some of their Shadow from the Heart Gauge simply by being included in your Pokémon roster (not in the PC Station).

This following table shows you which Shadow Pokémon lose their Shadow Aura fastest by using one of the four methods previously detailed. Remember, clearing the second Heart Gauge bar reveals your Shadow Pokémon's Nature.



It's Only Natural

	Awesome	Good	OK	Not So Great	Bad
Battle	Brave	Impish	Adamant	Bashful	Gentle
	Hasty	Jolly	Bold	Calm	Timid
	Lonely	Mild	Careful		
	Modest	Naughty	Docile		
	Quirky		Hardy		
	Sassy		Lax		
			Naïve		
			Quiet		
			Rash		
			Relaxed		
Call			Serious		
		Docile	Adamant	Sassy	
			Bashful		
			Bold		
			Brave		
			Careful		
			Gentle		
			Hardy		
			Hasty		
			Impish		
			Jolly		
			Lax		
			Lonely		
			Mild		
			Modest		
			Naïve		
			Naughty		
			Quiet		
			Quirky		
			Rash		
			Relaxed		
			Serious		
			Timid		

It's Only Natural, cont.

	Awesome	Good	OK	Not So Great	Bad
Cologne	Bashful	Docile	Bold	Adamant	Sassy
	Lonely	Mild	Calm	Brave	
		Rash	Careful	Impish	
		Timid	Gentle	Naïve	
			Hardy	Naughty	
			Hasty		
			Jolly		
			Lax		
			Modest		
			Quiet		
			Quirky		
			Relaxed		
			Serious		
Roster	Gentle	Modest	Adamant	Docile	Hasty
		Naïve	Bashful	Quirky	
			Bold		
			Brave		
			Careful		
			Calm		
			Hardy		
			Impish		
			Jolly		
			Lax		
			Lonely		
			Mild		
			Naughty		
			Quiet		
			Relaxed		
			Rash		
			Sassy		
			Serious		
			Timid		

Shadow Moves

Each Shadow Pokémon comes equipped with two Shadow Moves, and it learns regular additional moves as you clear its Heart Gauge. But the two Shadow Moves your Shadow Pokémon possesses can be key in battling. The following table details the Shadow Moves and their effects.



Shadow Moves

Move	Effect
Shadow Blast	A powerful blast of Shadowy air is aimed at a single opponent
Shadow Blitz	A Shadowy blast
Shadow Bolt	A strong Lightning attack
Shadow Break	This strong Shadow attack only affects one opponent
Shadow Chill	An Ice attack, that may cause Freezing
Shadow Down	This Shadowy move breaks the defense of both opponents
Shadow End	Super-powerful (with an Attack rating of 120), this attack hurts the user as well
Shadow Fire	This powerful Fire-type attack may also inflict the Burn condition
Shadow Half	One of the most effective Shadow Moves available, this one cuts in half the HP of all the Pokémon in battle.
Shadow Hold	This Shadow Move prevents opponents from fleeing
Shadow Mist	This move cuts Evasiveness, making your targets easier to hit
Shadow Panic	A Shadow Move that inflicts the Confuse condition on both opponents in Double Battles
Shadow Rave	This Shadow Move attacks both opponents in Double Battles with Shadowy spikes
Shadow Rush	A weak (for Shadow Pokémon) move that attacks one target with a rushing slam
Shadow Shed	This Shadow Move eliminates Light Screen, Reflect, and similar moves against both opponents in a Double Battle
Shadow Storm	A very powerful Shadow Move that forces a storm of Shadow Aura against both opponents in a Double Battle
Shadow Sky	A Shadow Aura falls from the sky and affects all Pokémon for five turns
Shadow Wave	A wave of Shadow Aura washes over both opponents in a Double Battle for weak damage

Purification

The Relic Stone

After you Purify your Shadow Pokémon, you can bring it back to the regular Pokémon world. But first it must undergo a Purification Ceremony where it is awarded any experience points it has gained up to this point; it also gets any moves that it would have learned had it been a regular Pokémon. All Purified Pokémon receive a ribbon to show that they have successfully been Purified.

There are two ways to go through this ceremony. Players familiar with Pokémon Colosseum know about the Relic Stone— a mysterious stone sculpture located in Agate Village. After your adventure takes you to Agate Village, you can take your Shadow Pokémon to the Relic Stone after you clear their Heart Gauges.

Simply approach the stone (which glows green if you have Pokémon ready for Purification) and press 1. But there is also a newer, faster way to both Purify and go through the Purification Ceremony—once Professor Krane gets his Purify Chamber ready for you.

The Purify Chamber

During the course of the game, Professor Krane and Lily finally perfect the Purify Chamber, a new device in which you can place Shadow Pokémon to Purify them. But for the machine to work correctly, you must add non-Shadow Pokémon to the outer core, which speeds up the Purification process.

You could add any non-Shadow Pokémon to the outer core and wait. And wait. And wait. But there are more effective ways to use the Purify Chamber:





-  Add up to four non-Shadow Pokémon to the outer core. The more Pokémon you add, the faster the Purification.
-  Add the non-Shadow Pokémon in a sequence that allows each to trump the type next to it. For example, place a Shellder next to a Growlithe next to a Seedot next to a Sandshrew to create a near-perfect circle—Water against Fire against Grass against Ground. This makes the Critical Tempo Gauge rise.
-  When placing the Shadow Pokémon in the circle's center, rotate the Pokémon so it faces a type that it would trump in a Purified state. For example, place a Shadow Voltorb toward an outer-core Tailow.

-  When you have a good circle completed with maximum Tempo, leave it alone and don't remove the Pokémon in the outer circle. It will serve as a good base for the next Shadow Pokémon you want to Purify.

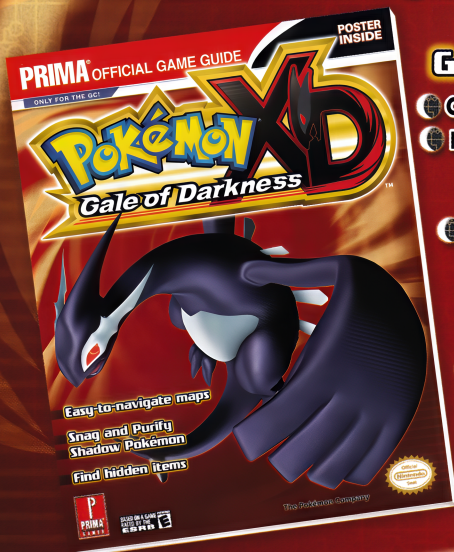
Tip

Normal Pokémon are hard to type-trump, since they are affected only by Fighting-type Pokémon. The trick is to fill the outer core of the Purify Chamber with other Normal-type Pokémon—the most effective Normal-type Purification circle you can make!

Tip

After you get perfect Tempo in all nine circles, you can Purify any Shadow Pokémon, including those that were seemingly impossible to Purify....

Be Sure to Pick Up the Full Guide!



Prima's Official Game Guide includes:

- Complete move compatibility info
- Full Evolution and demeanor info
- Find and solve every Battle CD scenario
- Hardcore walkthrough of Orre, including optional events
- Tips on getting the most from the Purify Chamber and the Relic Stone
- Everything you need to know about Shadow Lugia and the new Pokémon—Bonsly
- Exhaustive Pokémon List containing complete data on all Pokémon XD Pokémon

GIANT POSTER!



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